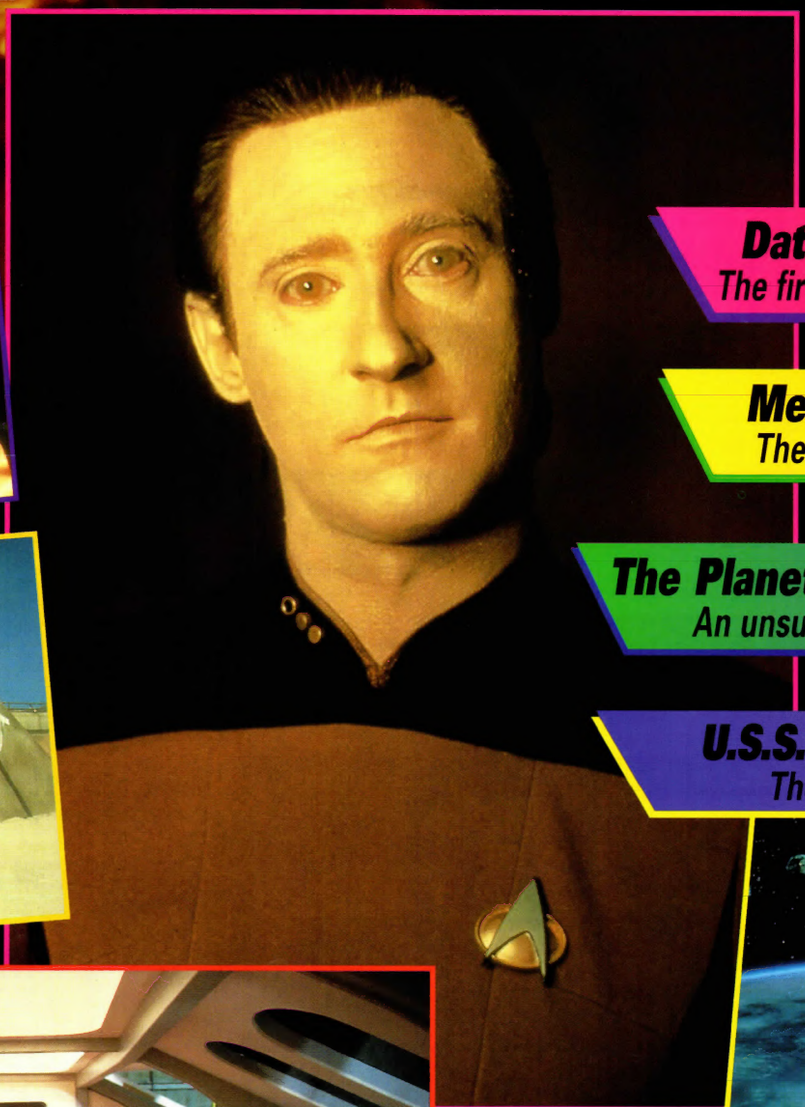
£1.99 IR £1.99

THE OFFICIAL STAR TREK® FACT FILES 38



Data's Starfleet Career
The first android at the Academy

Meet Dr. Carol Marcus
The creator of Project Genesis

The Planet of Galactic Peace
An unsuitable name for Nimbus III

U.S.S. GRISSOM NCC-638
The Klingons show no mercy

The History of Khitomer
From peace conference to massacre

CAPTAIN PICARD'S PRIVATE QUARTERS
Personal space aboard the U.S.S. ENTERPRISE

ISSN 1364-3983
38>
9 771364 398003

THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

CONTENTS: PART 38

The Guide to the STAR TREK Galaxy
The STAR TREK Timeline (Parts 29 and 30)
KHITOMER
NIMBUS III: Planet of Galactic Peace
The ALPHA QUADRANT (Part 21)

FEDERATION STARFLEET
U.S.S. ENTERPRISE NCC-1701-D: Captain's Quarters
U.S.S. GRISSOM NCC-638

Non-FEDERATION Starships
The *JOVIS*

Personnel Files
DR. CAROL MARCUS
DATA's STARFLEET Career

Equipment & Technology
Standard Issue Equipment: 2266

Starship Log
STAR TREK: THE NEXT GENERATION – 'The Royale'/'Time Squared'
STAR TREK: DEEP SPACE NINE – 'To the Death'

A-Z Access Point
Your continuing alphabetical reference source

COMING NEXT WEEK:

The Guide to the STAR TREK Galaxy
The KLINGON Civil War (Part 1)
The ALPHA QUADRANT (Part 22)
SARGON's People

FEDERATION STARFLEET
U.S.S. ENTERPRISE NCC-1701-B
U.S.S. ENTERPRISE NCC-1701: Weapons and Defenses

Non-FEDERATION Starships
VOYAGER VI

Personnel Files
DEANNA TROI: BETAZOID Abilities
WORF and the KLINGONS (Part 1)

Equipment & Technology
M5 MULTITRONIC Computer

Starship Log
STAR TREK: The Original Series – 'Firday's Child'/'Who Mourns for Adonais?'
STAR TREK: VOYAGER – 'Death Wish'

A-Z Access Point
Your continuing alphabetical reference source

™, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional Photographs supplied with the co-operation of CIC VIDEO

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Editorial Assistant: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland, Adam Willis
Contributor: Terry Jones
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
COORDINATING EDITORS, LOS ANGELES: Amanda Morris Conti, Michael M. Conti
EDITORIAL ASSISTANT, LOS ANGELES: Peri Doslu
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill
AUTHORS: Jennifer Cole, Peri Doslu, Jonathan Freund, Tim Gaskill, Mel Gilden, Andrew Littlefield, Larry Nemecek, Ben Robinson, Gabrielle Stanton, Harry Werksman
SPECIAL THANKS TO MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH

CUSTOMER SERVICES

UK AND EIRE
COLLECTING YOUR MAGAZINES
WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.
SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.
BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. *POSTAGE IS FREE.* (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:
The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ
Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.
Credit card orders can be given by phone on 01424 758 303.
CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:
Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A$1 per pack p & h). Tel: (03) 9805 1700.
New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.
South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.
Malta: Back numbers are available through your local newsagent.

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3T

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

MANARK IV — CLASS-M PLANET

This planet has a unique indigenous life form known as the **sand bat**. These creatures look like inanimate rock crystals, but in fact they are very aggressive and attack without warning.

MANU III — CLASS-M PLANET

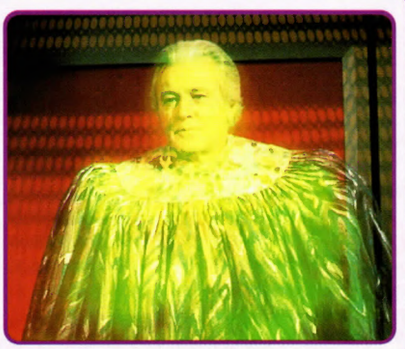
Manu III's government uses proximity detectors in an effort to keep track of and maintain control over its population. Proximity detectors, which explode on removal from the body, are also used on **Turkana IV**.

Citizens of Turkana IV, like those of Manu III, are fitted with proximity detectors which track their movements.

MARCOS XII — CLASS-M PLANET

In 2268, the world of **Marcos XII** is the intended destination of an evil entity named **Gorgan**, who manipulates the minds of the children from the ill-fated **Starnes Expedition**. Marcos XII is intended to be a stepping stone in Gorgan's ultimate plan of conquering the Galaxy.

Gorgan has the appearance of a kindly angel, but his intentions are anything but benign. His plans are foiled before he reaches Marcos XII.



MAREJARETUS VI — CLASS-M PLANET

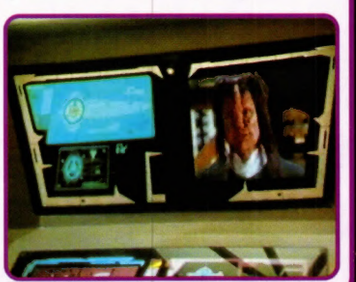
A race called the **Ooolans** originates on the planet of **Marejaretus VI**. Ooolan traditions include the striking of two large stones during meals; this procedure continues until the stones are broken, at which time the eating ceases.

MARIAH IV — CLASS-M PLANET

A **Valerian** ship, the ***Sherval Das***, delivers dolamide to the **Cardassians** in 2369, after visiting the planet **Mariah IV**. Dolamide is a valuable substance which can be used for power generation and weaponry.

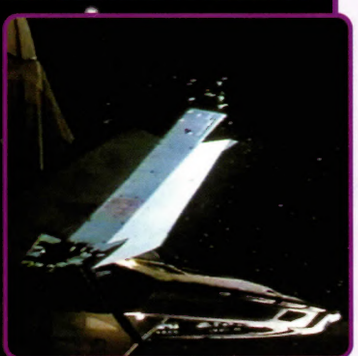
The captain of the SHERVAL DAS visits Mariah IV on his way to DEEP SPACE NINE.

The SHERVAL DAS's visit indicates that Mariah IV is a relatively advanced planet.



MARIJNE VII — CLASS-M PLANET

This planet is actually a gas giant; an evolved species of subspace beings exists in its orbit. In 2370, while in their natural low orbit, some of the **Marijne VII** beings are accidentally taken aboard the ***U.S.S. Raman***. The lives of these beings are threatened when the **Starfleet** ship begins to leave orbit and, due to a tragic inability to communicate, the *Raman*'s crew are killed.



During attempts to communicate with the subspace beings from Marijne VII, Geordi La Forge experiences visions in which he sees the creatures in the form of his mother.

MARIPOSA — CLASS-M PLANET

Mariposa was named in honor of the colony ship, the ***S.S. Mariposa***, a ***DY-500***-class vessel, by colonists who landed on the planet after being transported from Earth in the 22nd century. Their survival as a group is enhanced by their ability to use cloning techniques. They were one of two groups aboard the ship; the other were Irish descendants who chose to use basic farming techniques. They ended up on the planet **Bringloid V**, but were taken to Mariposa by the crew of the ***U.S.S. Enterprise NCC-1701-D*** after their world was threatened by solar flares.

The settlers who make their home on Mariposa have no qualms about embracing and experimenting with modern technology, unlike the Irish-descended Bringloidi, who sought a more traditional lifestyle.

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3T

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

MARLONIA — CLASS-M PLANET

Captain Picard, **Ensign Ro**, **Keiko O'Brien**, and **Guinan** visit **Marlonia** in 2369 using the ***Shuttlecraft Fermi***. On return from Marlonia, their craft is enveloped in a strange energy field which temporarily regresses them to children.

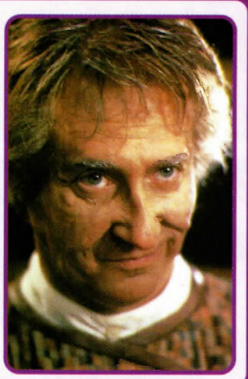
Crew members from the U.S.S. ENTERPRISE encounter an odd energy field on their way home from Marlonia.

MAVALA IV — CLASS-M PLANET

Mavala IV is the secret destination of **Dr. Noonien Soong** and his fiancé **Juliana O'Donnell** when they elope in 2332. During their four-day absence from **Omicron Theta**, the Soongs are married in private.

Juliana O'Donnell's long association with Dr. Noonien Soong leads to an intimacy with his creations she probably never expected: her mind and personality are eventually transplanted into a Soong-type android body.

Dr. Noonien Soong's dedication to his work doesn't get in the way of romance. In 2332, he elopes to the planet Mavala IV, where he marries his sweetheart, Juliana O'Donnell.



MARS — CLASS-M PLANET

The **Martian Colonies** are among the first human settlements within the Sol System. Mars, the fourth planet from the sun, wasn't originally **Class-M**, but has now been terrformed to support life. **Martian Colony III** is the birthplace of **Lt. Mira Romaine**, and **Jean-Luc Picard** can trace his ancestry back to early Martian Colony pioneers. The groundbreaking legal documents, the **Fundamental Declarations of the Martian Colonies**, which deal with individual rights, also originate here.

Mira Romaine grew up on Mars, one of mankind's first colonized planets.

METALINE II — CLASS-M PLANET

Neela Daren, head of Stellar Cartography aboard the ***U.S.S. Enterprise NCC-1701-D***, purchases a roll-up keyboard on this planet.

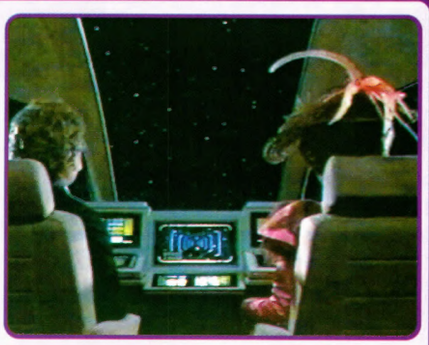
Neela Daren and Jean-Luc Picard's love of music leads to a brief romance. Daren enjoys playing many instruments, including a keyboard she bought on Metaline II.

MELDRAR I — CLASS-M PLANET

United Federation of Planets records contain little data on the planet of **Meldrar I**. It is known that a penal colony is housed on one of the planet's moons, but there is no detailed information on this institution, nor on conditions found on the planet surface.

MELES II — CLASS-M PLANET

The inhabited world of **Meles II** is located in the **Detrain System**. **Commander Riker** recommends it as a journey destination to Professor Moriarty and the Countess Barthalomew, two **holobeings** on the ***U.S.S. Enterprise NCC-1701-D*** who have gained self-awareness. He gives no indication of what the planet is like.



Professor Moriarty and Countess Barthalomew set off for Meles II. They are still in an extended holodeck program, but now have the impression of being in a real universe.

MELINA II — CLASS-M PLANET

While collecting telepathic memories for a special historical database, a group of **Ullian** telepaths visit **Melina II**.

Melina II is one of many planets which provides data for a research project by the Ullians, a race of natural telepaths.

The Guide to the STAR TREK Galaxy

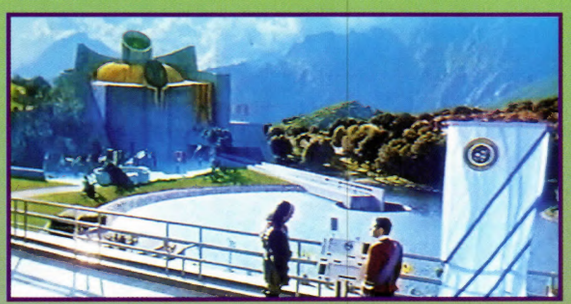
FILE 11 CARD 12

THE KLINGON EMPIRE

KHITOMER

THE KLINGON EMPIRE

In the late 23rd century, the Klingon Empire and the Federation lay the foundations for a lasting peace at Khitomer. But half a century later, the planet is the site of a bloody and ruthless Romulan massacre.



Khitomer is the location of a number of important events in the history of the Galaxy. Several space battles have been fought in close proximity to the planet.

Khitomer is a blue-green, **Class-M** planet, smaller than Earth, positioned in the **Beta Quadrant** near the border between **Romulan** and **Klingon** space.

Located on the surface of the planet is Camp Khitomer. In 2293 this is the site of an historic peace conference; following the conference and the ensuing **Khitomer Accords**, the bitterly antagonistic relations that have existed between the Klingon Empire and the **United Federation of Planets** since their earliest encounters begin to thaw. This conference proves to be a significant turning point in the politics of the region.

Impressive world

Camp Khitomer itself is dominated by a very large and imposing central building. Its swooping arches and multitiered architecture towers over all other surrounding structures.

The Camp is situated in a valley and is surrounded by tall, rugged mountains. The entire planet's landscape is extremely lush and thick with vegetation. An enormous artificial lake, located in front of Camp Khitomer's central building, is surrounded by a railed observation walkway that affords visitors a soothing view of the lake and central building, and the surrounding mountains.

The peace conference on Khitomer is prompted by a number of events, but most significant is the explosion of the Klingon moon **Praxis**, which threatens to render the Klingon homeworld, **Qo'noS**, uninhabitable. Following this, the Klingon Empire has little choice but to launch a peace initiative with the Federation. When **Ambassador Gorkon** is assassinated on his way to Earth for further peace talks, the negotiations are rescheduled and moved to a secret location: Camp Khitomer.

The surface of the planet of Khitomer is covered by beautiful landscaped gardens and lakes. It has large, impressive buildings.

Most discussions at the peace conference are held at various sites on Khitomer. The presentation and vote upon the agreements is made in the main auditorium, a large room especially prepared for the peace conference.

A single elevated podium stands at the front of the auditorium. Spread out, in a semicircular pattern in front

STAR TREK. ™ & © 1997 Paramount Pictures. All rights reserved.

PEACE CONFERENCE

An end to war

The Klingons and the Federation have been at each other's throats since their earliest encounters. Non-aggression pacts such as the Organian Peace Treaty have been agreed between them in the past, but the conference at Khitomer marks the first steps toward a real and lasting peace. Sadly, there are many people on both sides who are appalled by the idea. Some of these doubters, such as Captain James T. Kirk, are eventually convinced that peace is indeed the way forward, but others do everything they can to sabotage the conference. Chancellor Gorkon, who is committed to peace, is assassinated for his views, but luckily his daughter Azetbur is able to ensure that his wishes are carried out.

Azetbur loses her father but earns her place in the history books; she and the crew of the U.S.S. ENTERPRISE ensure that the talks are not sabotaged.

The United Federation of Planets has become synonymous with peace throughout the Galaxy. The peace talks at Khitomer mark the end of a period of hostility toward the Klingons which many believe has gone on for far too long.

Planet	Khitomer
Class	M
Quadrant	Beta
Coordinates	Near Romulan/Klingon border
Owned by	The Klingon Empire
Surface	Beautiful valleys and high mountains, temperate conditions.
Atmosphere	Nitrogen/oxygen
Description	Standard gravity
Moons	Unknown
Life Forms	Klingon colony
Important Features	Location of the historic Khitomer peace conference which marks the beginning of peace between the United Federation of Planets and the Klingon Empire.
Starship Log	STAR TREK IV: THE UNDISCOVERED COUNTRY; STAR TREK: THE NEXT GENERATION 'Unification'; 'Sins of the Father'; 'Birthright' Parts I and II.

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3T

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

MARLONIA — CLASS-M PLANET

Captain Picard, **Ensign Ro**, **Keiko O'Brien**, and **Guinan** visit **Marlonia** in 2369 using the ***Shuttlecraft Fermi***. On return from Marlonia, their craft is enveloped in a strange energy field which temporarily regresses them to children.

Crew members from the U.S.S. ENTERPRISE encounter an odd energy field on their way home from Marlonia.

MARS — CLASS-M PLANET

The **Martian Colonies** are among the first human settlements within the Sol System. Mars, the fourth planet from the sun, wasn't originally **Class-M**, but has now been terrformed to support life. **Martian Colony III** is the birthplace of **Lt. Mira Romaine**, and **Jean-Luc Picard** can trace his ancestry back to early Martian Colony pioneers. The groundbreaking legal documents, the **Fundamental Declarations of the Martian Colonies**, which deal with individual rights, also originate here.

Mira Romaine grew up on Mars, one of mankind's first colonized planets.

METALINE II — CLASS-M PLANET

Neela Daren, head of Stellar Cartography aboard the ***U.S.S. Enterprise NCC-1701-D***, purchases a roll-up keyboard on this planet.

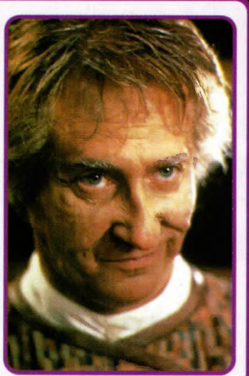
Neela Daren and Jean-Luc Picard's love of music leads to a brief romance. Daren enjoys playing many instruments, including a keyboard she bought on Metaline II.

MAVALA IV — CLASS-M PLANET

Mavala IV is the secret destination of **Dr. Noonien Soong** and his fiancé **Juliana O'Donnell** when they elope in 2332. During their four-day absence from **Omicron Theta**, the Soongs are married in private.

Juliana O'Donnell's long association with Dr. Noonien Soong leads to an intimacy with his creations she probably never expected: her mind and personality are eventually transplanted into a Soong-type android body.

Dr. Noonien Soong's dedication to his work doesn't get in the way of romance. In 2332, he elopes to the planet Mavala IV, where he marries his sweetheart, Juliana O'Donnell.

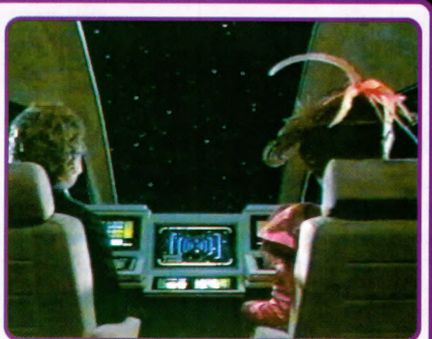


MELDRAR I — CLASS-M PLANET

United Federation of Planets records contain little data on the planet of **Meldrar I**. It is known that a penal colony is housed on one of the planet's moons, but there is no detailed information on this institution, nor on conditions found on the planet surface.

MELES II — CLASS-M PLANET

The inhabited world of **Meles II** is located in the **Detrain System**. **Commander Riker** recommends it as a journey destination to Professor Moriarty and the Countess Barthalomew, two **holobeings** on the ***U.S.S. Enterprise NCC-1701-D*** who have gained self-awareness. He gives no indication of what the planet is like.



Professor Moriarty and Countess Barthalomew set off for Meles II. They are still in an extended holodeck program, but now have the impression of being in a real universe.

MELINA II — CLASS-M PLANET

While collecting telepathic memories for a special historical database, a group of **Ullian** telepaths visit **Melina II**.

Melina II is one of many planets which provides data for a research project by the Ullians, a race of natural telepaths.

The Guide to the STAR TREK Galaxy

FILE 4 CARD 6

STAR SYSTEMS

NIMBUS III

STAR SYSTEMS

Nimbus III starts off as a noble project, a 'Planet of Galactic Peace' on which the hostile races of the Alpha and Beta Quadrants can grow closer together. Sadly, the dream fails in spectacular style.

Nimbus III is a barely habitable **Class-M** planet that lies in a remote corner of the **Neutral Zone**. It is a desolate world, comprising too much sand and too little water. Located far off the normal spaceways, the planet has very little to recommend it to starfarers.

Yet this bleached bones of a world, often referred to as a worthless hunk of rock, is designated as the site for a great experiment: a hopeful alliance between three great Galactic powers – the **United Federation of Planets**, the **Romulan Star Empire**, and the **Klingon Empire**.

On Nimbus III, dubbed the **Planet of Galactic Peace**, the Romulan, Klingon, and Federation governments hope to bridge the gap between their peoples. They sponsor a joint, cooperative settlement on the planet, and assign a high-ranking consul from each government to be permanently stationed there.

Dream dissolves

Despite being a noble idea which starts out with the best of intentions, the experiment fails. The colony, which is established in 2268, comes to a dismal end almost immediately, although the settlement itself remains in place for another two decades.

Part of the reason for the colony's failure can be traced to the unforgiving environment of the planet itself. Nimbus III is a vast desert, baking under a relentless sun. What meager sources of water there are on the world are difficult to discover and to exploit. The native creatures are elusive and, having learned to adapt under hostile conditions,

Nimbus III is supposed to bring about a political alliance between the Federation, the Romulans and the Klingons, but the three superpowers come closer to friendship around the table of the city's tavern than they do at the negotiating table.

Life is hard for the settlers of Nimbus III, adding yet another problem to the already hostile relationship between the various species involved. Even water is a rare commodity on the sunbaked desert surface of this hostile world.

FAILED EXPERIMENT

Planet	Nimbus III
Class	M
Quadrant	Beta
Also known as	Planet of Galactic Peace
Native name	Not applicable
First settled	2268
Surface	Arid plains and deserts, little natural vegetation.
Life Forms	Alien settlers from many worlds, including humans, Klingons, Romulans, and Vulcans
Climate	Typical desert climate: hot, dry, and dusty.
Important Features	The planet was set up as a peace initiative by the major powers of the Galaxy. However, the settlement has since fallen into disarray.
Starship Log	STAR TREK V: THE FINAL FRONTIER

Paradise lost

It is easy to blame the failure of Nimbus III on the planet's hostile environment, but the inhabitants' attitude is the more likely cause. By the late 23rd century, the Federation has many terraforming projects underway, and the climate of Nimbus III could almost certainly have been modified if everyone had been determined to make the project a success. It is more probable that the plan fails because few, if any, of the participants really care about seeing it succeed.

Under the veil of night, Nimbus III finally attains a kind of beauty, and at least a measure of peace under the stars. But this will disappear once more when the morning arrives. Night, as in most desert environments, is cold without the protection of cloud cover.

SEE OTHER FILES...

THE UNITED FEDERATION OF PLANETS.....File 7
THE KLINGON EMPIRE.....File 11
THE ROMULAN STAR EMPIRE.....File 12
U.S.S. ENTERPRISE NCC-1701-A.....File 22
VULCAN PERSONNEL.....File 45
STAR TREK V: THE FINAL FRONTIER.....File 76

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

NIMBUS III

STAR SYSTEMS

STAR SYSTEMS

The arid desert environment of the planet is harsh, and yields little rewards for those who try to make a living from it. The few plants which survive are dry and provide little food.

In the midst of chaos and anarchy, Paradise City's tavern provides a short respite from the realities outside. Drinks and exotic dancers provide brief pleasures for the establishment's downtrodden customers.

The irony of the name given to Nimbus III's capital city has not been lost on those who make their home inside its fortress walls. By the 2280s, no one has any illusions about the project's outcome.

are fierce and deadly.

Farming and agricultural pursuits are attempted, but the harsh landscape supports only the sturdiest of plants, few of which prove to be exportable or even edible. The planet's position in the Neutral Zone, far off the most-traveled trade routes, provides little opportunity for any kind of economic development.

Some success

One industry meets with at least a limited success: mining. Even today, a few rock miners can be found nomadically wandering the planet in search of new seams to exploit. But Nimbus III is devoid of almost every important mineral, at least in the kind of quantities that would make it worthwhile to extract them.

However, regardless of the environmental and ecological problems, the most difficult thing to achieve is the necessary cooperation between the three races. The Federation, Romulans, and Klingons don't like each other when they come to the planet, and they grow to distrust one another even more after only a short time.

Accidents lead to deliberate sabotage. This leads to fighting, and even killing, among the colonists. The settlement rapidly deteriorates into what soon resembles an outlaw town in the days of the American Wild West on Earth.

The only major town on the planet is **Paradise City**, a fortress of stone and sand which is walled to keep out nomadic raiders. The saloon, the major building in the city, contains the headquarters of the three consuls, an interstellar transmitter, and a lot of alcoholic beverages.

The citizens of 'The Planet of Galactic Peace', a name which soon comes to be used with irony, are forbidden by treaty to own any weapons. This law is observed for a short while when the colony is first settled, but weapons of all types are quickly created from existing materials or smuggled in.

Law and disorder

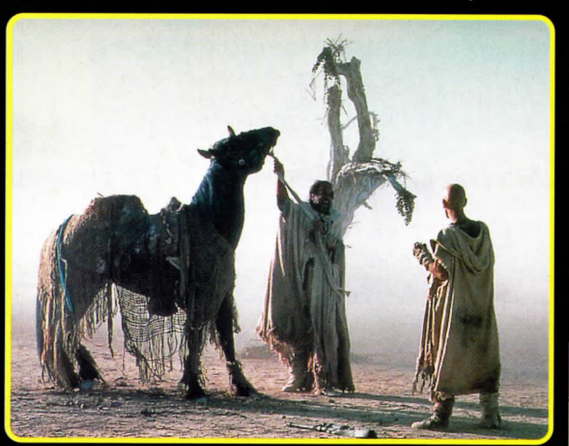
The law on Nimbus III, outside of Paradise City, deteriorates into 'every life form for itself'. While a limited form of order continues to exist under mutual agreement inside the walls of the city, mainly to prevent everyone from killing each other, it is apparent that the high hopes the governments held for the colony are not going to be realized. The dreams of a new age of peace die a quick death.

Under such circumstances, the three governments cut their losses and forget about the colony and the planet.

Infamous incident

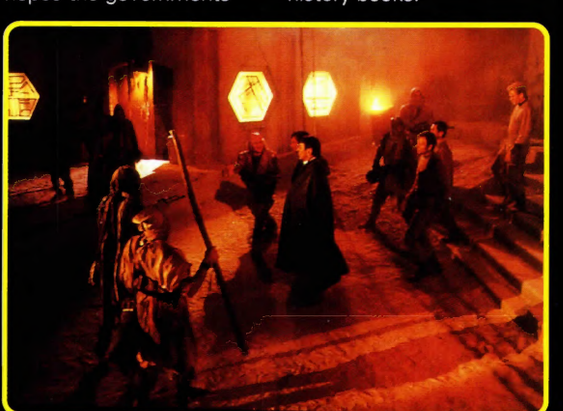
Nimbus III would almost certainly have vanished into the archives of forgotten planets if not for a single event that occurs in 2286.

It is on this planet that the **Vulcan** fanatic **Sybok** begins his journey to **Sha Ka Ree**. Nimbus III may be in chaos, but it is still the one place in the Galaxy where Federation, Romulan, and Klingon consuls can be found operating side by side. Such hostages are the bait Sybok needs to get hold of a starship. The Federation dispatches the ***U.S.S. Enterprise NCC-1701-A*** to rescue the consuls, upon which Sybok captures it. The planet of Nimbus III gains another page in the history books.



Life on the planet is as tough for the animals as it is for the more intelligent life forms that make use of them. Transport on this resource-poor world is most often provided by horse-like creatures.

Inside the city the walls are constructed from stone which matches the sandy tones of the desert. Lighting is low and the roads are covered more with dust than surfacing. There is little beauty.



GALAXY FACTS

- **The Nimbus III project is the first joint venture between these three superpowers.**
- **Prior to this, the Federation has treaty agreements with both races, but this is the first attempt at real cooperation.**
- **Around the same time as the colony is established, a separate cooperation between the Klingons and the Romulans involves the exchange of cloaking technology for starships.**

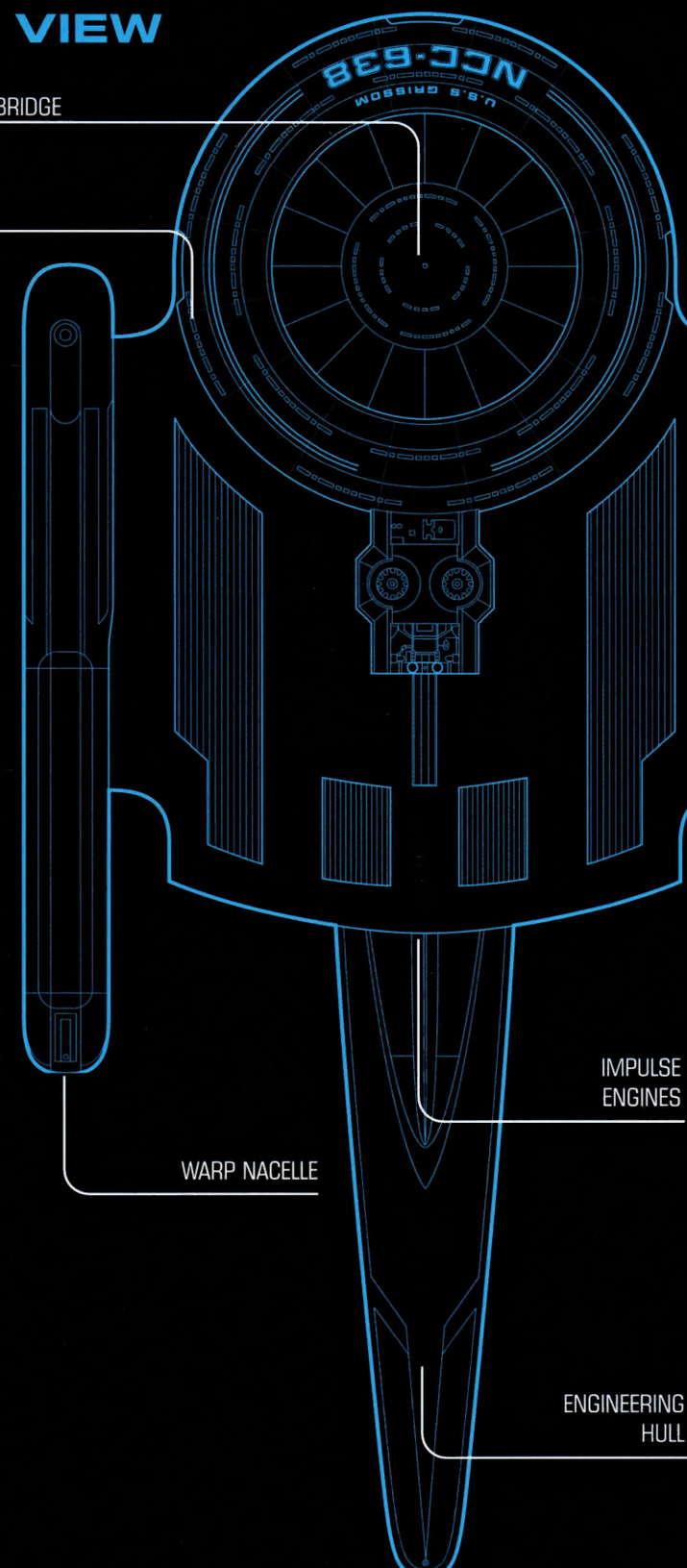
FILE 31 OTHER FEDERATION STARSHIPS

TYPE:	REGISTRATION No:
OBERTH-CLASS STARSHIP	NCC-638

NAME:

U.S.S. GRISSOM

DORSAL VIEW



STAR TREK
™ ® & © 1997 Paramount Pictures.
All rights reserved.

TYPE:
OBERTH-CLASS STARSHIP

REGISTRATION No:
NCC-638

NAME:
U.S.S. GRISSOM

The *Oberth*-class *U.S.S. Grissom* is a Starfleet science vessel which is ill-equipped for combat. When it is attacked by the ruthless crew of a *Klingon Bird-of-Prey*, the encounter ends in disaster.

The ***Oberth***-class **Federation** starship ***U.S.S. Grissom NCC-638*** is named for early space explorer Virgil 'Gus' Grissom, the second American in space. He died in a fire aboard the Apollo 1 space rocket in 1967.

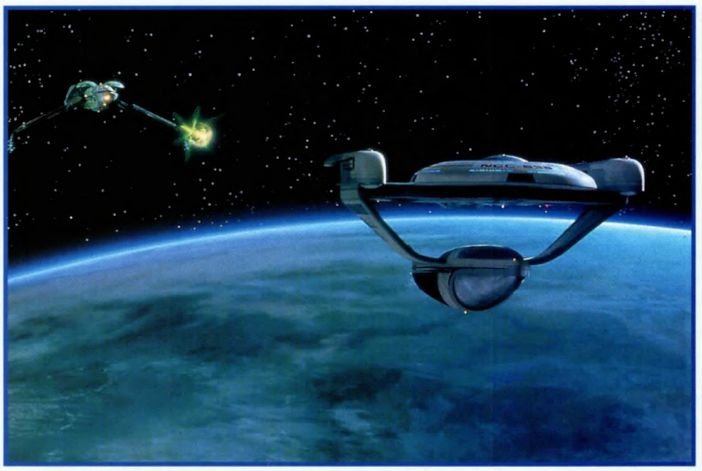
Like most *Oberth*-class starships, the *Grissom* is a science vessel, with a mission to give further study to interesting natural and constructed objects previously discovered by exploration vessels. In keeping with this mission of scientific study, the ship is not heavily armed.

The commanding officer of the *U.S.S. Grissom* is **Captain J.T. Esteban**. He has the demeanor of an elementary school teacher, and often reminds his crew of **Starfleet** regulations with a shake of his finger. He is a dedicated officer who always does things by the Starfleet book, considering any other actions to be dangerous; he does not like to take chances and reacts with hesitation and uncertainty when greeted by a situation not covered by regulations. In such situations, he often asks his subordinate officers for their suggestions as to the best course of action, or else checks his own decisions with Starfleet Command.

The crew under his command, like that of most Starfleet vessels, is multiracial and multispecies. It includes crew members from many of Earth's major racial groups, and also from other United Federation of Planets worlds such as **Vulcan**. In addition to the Starfleet crew, the *Grissom* also carries civilian scientific specialists who lend their expertise to specific missions.

Captain J.T. Esteban commands the OBERTH-class U.S.S. GRISSOM during its mission to examine the Genesis Planet. Little does he realize that his ship is heading for disaster.

Lt. Saavik and Dr. David Marcus are on the surface of the Genesis Planet at the time the GRISSOM is attacked. Saavik is the only crew member to survive this mission.



A KLINGON BIRD-OF-PREY, commanded by Kruge, fires on the U.S.S. GRISSOM above the Genesis Planet. The science vessel is destroyed by the attack; everyone aboard is killed.

The only survivors from the GRISSOM are Lt. Saavik and Dr. David Marcus. Kruge later murders Marcus in the hope of forcing Marcus's father, James T. Kirk, to surrender.

Doomed mission

The *Starship Grissom*'s demise comes on **Stardate 8210.3**, when the ship travels to the **Genesis Planet** in the **Mutara Sector** to allow **Dr. David Marcus** to conduct investigations into the planet's developing biostructure.

On scanning the planet, Marcus and **Lt. Saavik** beam down to the surface to investigate unexpected readings of animal life forms. While they are down there, the *Grissom* is attacked by **Klingons**. The presence of the Klingon ship first becomes apparent when a communication from the *Grissom* to Starfleet Command is jammed; the origination point of the jamming signal is soon traced to a ***Klingon Bird-of-Prey***. Captain Esteban orders evasive maneuvers, but his ship does not move quickly enough and it is hit by a photon torpedo. It explodes almost immediately, and all crew aboard are lost.

Ironically, **Kruge**, the Klingon captain, would have preferred to take prisoners from whom he could have learned the secrets of the **Genesis Device**. With the *Grissom* and its crew lost, he turns his attention to the ship's sole survivors, Marcus and Saavik, on the planet below. Before the two can be rescued, Kruge kills Marcus, but Starfleet has the last, albeit costly victory: Kruge's *Bird-of-Prey* is hijacked by the crew of the ***U.S.S. Enterprise NCC-1701***, and Kruge himself is killed by **James T. Kirk**.

The name lives on

As is often the case in Starfleet, the name *Grissom* is not lost with the first starship to carry that designation. By the year 2366 the ***U.S.S. Grissom NCC-42857***, an ***Excelsior***-class ship, is in Starfleet service.

The Jovis

The *Jovis* is a trader ship commanded by Kivas Fajo, a Zibalian trader of dubious morals. Inside the ship, a room known as the 'den' is used to display a collection of rare items.

OTHER CARDS IN THIS FILE...
25A THE DEN
FILE APPENDIX: FREIGHTERS
SEE OTHER FILES...
ANDROIDS.....File 55
OTHER CHARACTERS AND LIFE FORMS.....File 58
STAR TREK: THE NEXT GENERATION.....File 69

The ***Jovis*** is a trader ship commanded by a **Zibalian** named **Kivas Fajo**, an intergalactic trader who likes to collect rare items; he is not always concerned about obtaining them legally.

The fore-to-aft span of the *Jovis* is approximately equal to the length of one of the warp nacelles of a ***Galaxy***-class **Federation** starship. The craft's exterior displays little elegance of design and contains no markings save some blue coloring on the port and starboard sides.

The *Jovis*'s nose appears to contain a number of exterior windows, probably observation decks or personal quarters. Just behind the nose, a pair of pectoral fins extends downward from the ship on the port and starboard sides. Whether these fins have a function or are merely a design element is unknown. From the fins back, the

The JOVIS has a flat, wedged shape which is roughly triangular. Two of the three impulse engine thrusters are located at the wider, rear end of the ship. They glow with a bright orange light when in use.

Kivas Fajo is the captain and owner of the JOVIS. A large area of his ship is used to display his extensive collection of rare and unique items.

STARBOARD VIEW

The main area of the ship contains the cargo bays and the 'den'.

The fore end is a narrow nose which contains the bridge.

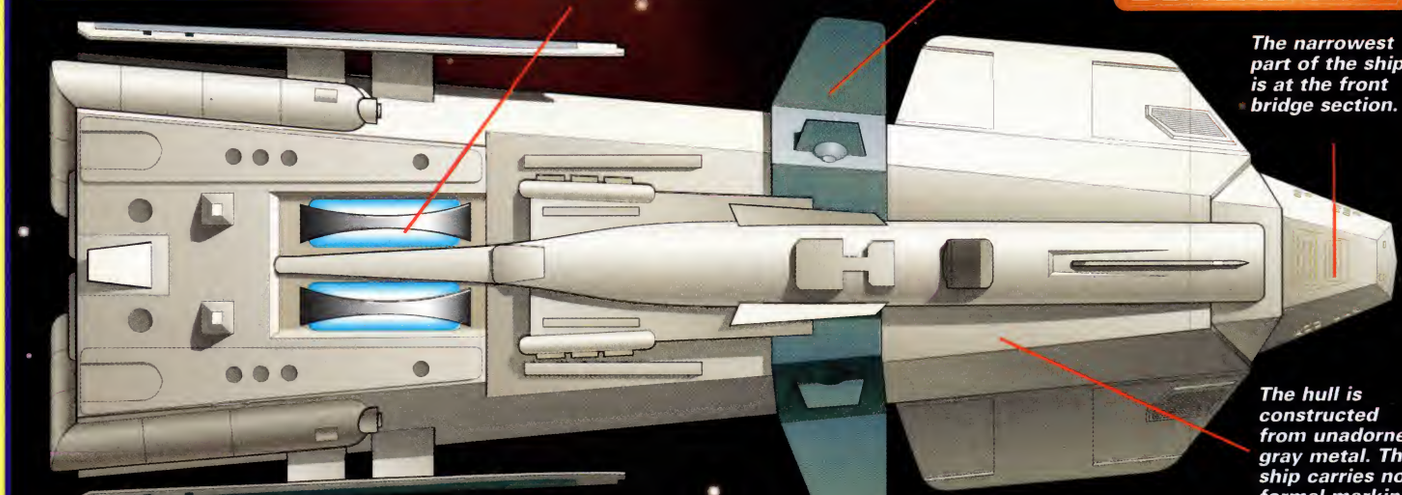
THE JOVIS

First recorded:	2366
Captain:	Kivas Fajo
Engines:	Impulse engines; limited warp drive capable of speeds up to warp 3 only
Features:	contains at least one escape pod

It is unknown whether these fins serve any practical purpose, such as stabilizers or thrusters, or whether they are for decoration.

These bright blue, glowing areas appear to be connected to the ship's engines.

DORSAL VIEW



The narrowest part of the ship is at the front bridge section.

The hull is constructed from unadorned gray metal. The ship carries no formal markings.

STAR TREK
™ ® & © 1997 Paramount Pictures. All rights reserved.

The Jovis

Jovis flares out and then terminates with a snub, flat aft area containing three sets of thrusters. Two of these are centered, side-by-side, much like the impulse thrusters on the *Enterprise*. On the underside of its hull, the *Jovis* sports a third, larger thruster.

Several dome-like objects, visible on the top of the ship, are probably the engines or the power source for the ship. However, the sophistication, or capacity, of these engines is limited: the *Jovis*'s maximum travel speed is limited to warp 3. The ship also has weapons capability.

Interior design

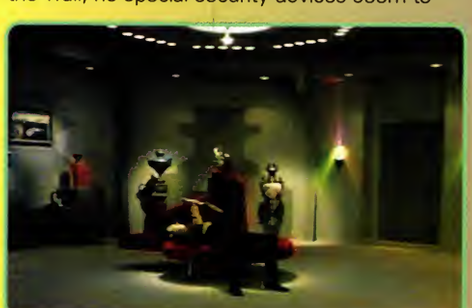
The *Jovis* has at least one small cargo bay that can comfortably accommodate up to four or five Federation shuttlepods. This cargo bay has a computer control area. Elsewhere within the *Jovis*, guests and potential customers can be entertained in the ship's dining room.

The *Jovis*'s most interesting interior area is a room called the 'den'; it is spacious and is tastefully decorated with muted colors. The focus of the room is the commander's collection of unique items, stolen from many corners of the Galaxy. So that visitors can comfortably admire these items, there is a large, red, circular couch in the center of the room.

Despite its carpeting and cultivated looks, the den is really a windowless vault. A single reinforced metal, sliding door is the only entrance or exit. This door is keyed to open when touched – but only if it senses the right combination of galvanic skin readings, DNA patterns and, according to Fajo, "two or three other things" which remain unspecified. After the door opens, it immediately closes and locks itself; most humanoids do not have the strength to force it open.

The den also contains a replicator terminal that appears to work along the same principles as such devices on **Starfleet** vessels, complete with an **LCARS**-type display that also responds to voice commands. As one might expect, the visible controls are in Zibalian. Unlike those on the ***U.S.S. Enterprise NCC-1701-D***, the *Jovis*'s replicator includes a communications panel on top that can detect and respond to hails from other spacecraft.

The den also has a secret safe, hidden behind a piece of artwork hanging from the wall. With a touch, the artwork and the safe extends from the wall; no special security devices seem to restrict this part of the procedure. In this extended position, a combination lock is revealed and the proper coding is required to open the device.



Data is held in the den, along with all the other rare items. The room is protected by a heavy, DNA-sensitive door that reacts to galvanic skin responses.

Emergency measures

The *Jovis* is also equipped with a small escape pod, stored in the aft cargo bay, which automatically starts emitting an emergency beacon when it leaves the ship. When the computer controls in the cargo bay are set to launch the escape pod, a shipwide alarm is triggered. This allows the commander to prevent an unauthorized departure – with deadly force if necessary.

As the JOVIS approaches the U.S.S. ENTERPRISE, it uses impulse power only, as can be seen from the glowing thruster on the ship's aft section.

Two dorsal fins hang down from the front of the JOVIS to give a tripod-like effect to the ship's fore end.

As the two ships draw closer, their relative sizes become more apparent. The JOVIS is approximately the length of the ENTERPRISE'S warp nacelle.

CAPTURE AND ESCAPE

Data is captured

The collection of rare items kept in the den includes the basotile, a centuries-old sculpture; four Varon-T disruptors (only five were ever manufactured); a Van Gogh painting, 'The Starry Night'; and a trading card featuring the 20th-century baseball player Roger Maris. But Kivas Fajo cannot resist adding another item to his private museum: Data, a sentient android. Unlike Starfleet, Fajo sees no reason why Data should not be treated as property, to be owned and displayed as an object of art or a rare machine.

After completing a trade deal with the Federation, Fajo rigs Data's shuttle to explode; he hopes that this will look like an accident, and thus avoid suspicion that he has stolen the android.

After repeatedly informing Fajo that he has no wish to cooperate and be part of his collection, Data attempts an escape, assisted by Fajo's disgruntled assistant Varria. Fajo later subjects her to a painful death using a Varon-T disruptor.

Fajo's assistants attempt to stop Data's escape, but prove no match for the android's strength. Data is then beamed back aboard the U.S.S. ENTERPRISE, just before he can apprehend Fajo with a deadly disruptor.

A computer console in one area of the shuttlebay links into the JOVIS's main computer in the same way as similar consoles on Federation ships. Control panels and displays can also be seen on the wall behind.

Dr. Carol Marcus

Dr. Carol Marcus, creator of **Project Genesis**, is a distinguished scientist noted for her expertise in molecular biology. Her commitment to her intricate work overshadows every aspect of her life, a dedication shared by her son and colleague, **David**.

OTHER CARDS IN THIS FILE...
2 KHAN NOONIEN SINGH
4 DR. DAVID MARCUS

SEE OTHER FILES...
SPACE PHENOMENA.....File 5
STARFLEET PERSONNEL.....File 43
STAR TREK II: THE WRATH OF KHAN.....File 73

Dr. Carol Marcus is one of the leading molecular biologists in the **Federation**, a scientist who devotes her life to her research. She decides upon a career in the sciences at an early age, and lets nothing, including romance, get in her way.

In the early 2260s, Carol becomes involved with a dashing young **Starfleet** officer named **James T. Kirk** and, in 2261, she gives birth to their son, **David**. She requests that Kirk leave her alone to raise the boy, which he does; she feels that they have no basis for a lasting relationship, with Kirk traveling around the universe while she works in a lab. That they both care more for their careers than they do for each other is never disputed. As Carol sees it, she and Kirk live in entirely different worlds, and she wants her son to be raised in hers. David occasionally sees Kirk during his early childhood, but is unaware that the Starfleet officer is his father until 2285.

Career woman

Carol continues with her work. She enjoys much success and, in 2284, she proposes the most ambitious and potentially dangerous of her plans to the Federation for funding: **Project Genesis**. The project's goal is to turn uninhabitable planets into worlds capable of sustaining life; this is accomplished through a huge explosion that reduces the atmosphere of a planet to subatomic particles, which are then reformed into a preprogrammed matrix which creates life itself. Once her proposal is accepted for Federation funding, she begins a three-stage development process, accompanied by a highly skilled team of scientists which includes her son, **Dr. David Marcus**.

She and her team are assigned to **Regula 1 Space Laboratory** in the **Mutara Sector**. This planetoid is where Dr. Marcus makes her first substantial achievement: a Genesis Device is exploded deep inside the planetoid, creating a vast chamber suitable for life, complete with lush vegetation, waterfalls and edible fruit.

PROFILE ON DR. CAROL MARCUS

NAME: Carol Marcus
LIFE FORM: Human female
OCCUPATION: Scientist
FAMILY: One son, David, by Starfleet officer James T. Kirk, with whom she was involved in the early 2260s. She and Kirk parted soon afterward. David is killed by Klingons in 2285.
MAJOR WORK: Development of Project Genesis and the Genesis Device; assisted by her son David.
STATIONED AT: Regula I Space Laboratory
FIRST SEEN: STAR TREK II: THE WRATH OF KHAN

Dr. Carol Marcus is a career woman whose life's work is the production of the Genesis Device, which can turn a lifeless world into a Garden of Eden.

THE MEN IN HER LIFE

★ Old flame

There have been many women in Kirk's life, but few have lasted long. The birth of David could have been the incentive he needed to settle down, but he and Carol both knew his career was more important to him.

★ Single mother

Carol was determined to raise her son herself. Kirk's long missions to explore the Galaxy left little opportunity for a meaningful relationship, and so she preferred not to involve him at all.

★ Working with Starfleet

Carol Marcus lends her expertise to Dr. McCoy and the other Starfleet officers who are attempting to stop the genetically altered superhuman Khan Noonien Singh.

STAR TREK
™, ® & © 1997 Paramount Pictures. All rights reserved.

Dr. Carol Marcus

"What exactly is Genesis? Well, put simply, Genesis is life from lifelessness."

— Dr. Carol Marcus

The Genesis cave matrix forms in a day and the life forms grow later, at a substantially accelerated rate. Admittedly proud of her achievement, when she views the stunning creation, she comments, "Can I cook or can't I?"

She is also well aware of the dangerous potential of her life-creating project. Genesis destroys everything on a planet before the new life is created, making it essential that it is only used where absolutely no life forms exist. Though she is cautious about revealing the project and its data to anyone, her son is more paranoid about its possible misuse as a deadly weapon. Dr. David Marcus distrusts Starfleet and suspects them of the worst. He considers the organization to be unnecessarily militaristic, and doubts they have the best interests of science at heart; he thinks they have no right to be involved in the project.

Carol meets Kirk again in 2285, when the dangerous schemes of superhuman **Khan Noonien Singh** once again brings Kirk into her and David's lives.

★ Shared love

David Marcus shares his mother's love for scientific research and plays an important part in the development of the Genesis Device, her greatest project.

★ Protection

Kirk shoots the Ceti eel infecting Chekov, while Carol and David look on in shock. Khan's desire for revenge has placed them in danger too.

Though she doesn't share her son's mistrust of Starfleet, she is incensed when told her project and all her files are to be taken by the crew of the ***U.S.S. Reliant*** under orders of the now-Admiral Kirk. She is determined to fight this unexpected incursion into her territory, though she is willing to give her former lover the benefit of the doubt. When it turns out to be Khan, not Kirk, who steals the Genesis Device, she gratefully accepts Kirk's assistance.

CHASING A DREAM

Playing God

The aim of the Genesis project is to create life from lifelessness; to provide new, unspoiled worlds which can then be colonized. Dr. Marcus has only good intentions for her invention.

Unfortunately, there is another side to the device. Genesis will create a living world from a dead one but, if detonated on a live world, will just as quickly destroy any life which already exists. Its potential as a weapon is easily recognized by more violent races; indeed, the warlike Klingons find it hard to believe that the Federation will use it for any other purpose.

Sadly, for all the work Carol puts into the project, it never achieves the success she hoped for. The problems inherent in the design can only be overcome by the use of unstable protomatter, but this makes the planets Genesis creates equally insecure; the environments are unstable and they break up soon after their 'birth'.

★ Creator

Surrounded by the lush vegetation in the cave created by Project Genesis, Carol understandably expresses great pride in her creation.

★ Dreaming

Dr. Marcus and the crew of the U.S.S. ENTERPRISE bask in the glow of Genesis's creation. They have lost Spock, but a new world has been born from nothingness.

★ Wrong hands

Carol, David, and Saavik look on in horror as Khan Noonien Singh beams away the Genesis torpedo. Carol developed Genesis to be a creative force, but its potential for destruction cannot be ignored. In the wrong hands it will be a weapon capable of wiping out whole worlds.

Work before romance

Throughout the quest to save the device from Khan's evil plans, it is apparent that Carol Marcus' true love is her work: she will do anything to protect it and see it through to its conclusion. Even as havoc is erupting all around her, her gaze absorbs the glory of the **Genesis Planet** forming exactly as her specifications and years of research indicated it would. Her pride in her work is unmistakable.

The encounter with Khan gives Carol the opportunity to tell David who his father is and to mend some old wounds between her and Kirk. When her son is later killed by **Klingons** on the Genesis Planet, Carol is at least left with her projects and her research, the life that has sustained her for many years.

Data's Starfleet Career

Lieutenant Commander Data has the unique status of being the only android in **Starfleet**. This poses many difficult questions for even the most enlightened officers: some doubt his sentience, others his command decisions. Data, however, is rarely proved wrong or found unreliable.

OTHER CARDS IN THIS FILE...
62 PHILLIPA LOUVOIS
63 BRUCE MADDOX
SEE OTHER FILES...
ANDROIDS.....File 55
U.S.S. ENTERPRISE NCC-1701-D.....File 25
U.S.S. ENTERPRISE NCC-1701-E.....File 26
STAR TREK: THE NEXT GENERATION...File 69
STAR TREK: FIRST CONTACT..File 79

Data is a humanoid android who is discovered and reactivated by the crew of the ***Hokule'a***-class **Starfleet** ship ***U.S.S. Tripoli NCC-19386*** on **Omicron Theta IV** in 2338. His post-activation months are very difficult, but the crew who find him are helpful, and Data is so impressed by their actions that they inspire him to join Starfleet. His decision has far-reaching consequences, both for Starfleet and, potentially, for other androids. His entry into Starfleet Academy is the first, and so far only, one by an android.

His entry is facilitated in 2341 by a legal decision rendered by a **Starfleet Academy** entrance committee: they decree that Data is a sentient life form. This permits his entry to the Academy and his eventual service as a member of Starfleet. The only vote against Data's entry is cast by **Bruce Maddox** of the **Daystrom Institute**.

Data and Maddox cross paths again in 2365, when one of the most important events in Data's career has a lasting influence on Starfleet: a redefinition of the rules concerning artificial life which is forced by Data's attempts to resign from Starfleet rather than undergo experiments which could cause him permanent damage. A Judge Advocate General's inquiry at ***Starbase 173*** rules that Data is not Starfleet property and cannot be treated as such, further upholding his sentient individual rights.

Social skills

While problems concerning Data's status can be solved by the rule books, other elements of life in Starfleet are not so

PROFILE ON DATA

NAME: Data
RANK: Lieutenant Commander
LIFE FORM: Sentient Android
CURRENT ASSIGNMENT: Science Officer aboard the ***U.S.S. Enterprise NCC-1701-E***
PREVIOUS ASSIGNMENTS: ***U.S.S. Trieste NCC-37124***; ***U.S.S. Enterprise NCC-1701-D***
PARENTS: Created by Dr. Noonien Soong and Dr. Juliana O'Donnell Soong
DATE OF BIRTH: Originally activated at Omicron Theta colony in 2335. Permanently re-activated in 2338.
EDUCATION: Starfleet Academy, 2341-45
MARITAL STATUS: Single
'CHILDREN': One, deceased
STARFLEET AWARDS: Starfleet Command Decoration for Gallantry; Medal of Honor, with Clusters; Legion of Honor; The Starcross
FIRST SEEN: 'Encounter at Farpoint' [TNG]

Data is the first, and so far only, android to complete Starfleet training and graduate to a starship posting. He is very definitely a person with rights of his own, not just a machine owned by Starfleet.

DATA'S DEVELOPMENT

Data was first discovered on the planet of Omicron Theta IV in 2338. The crew of the U.S.S. TRIPOLI, who reactivated him, inspired him to join Starfleet.

Data's first command mission is the evacuation of the Tau Cygna V colony in 2366. The mission is a success, but Data must first demonstrate a restrained show of force to the colonists. Their skeptical leader doubts the threat of the Sheliak.

Throughout his posting on the U.S.S. ENTERPRISE NCC-1701-D, Data mans the operations console on the bridge. At this time, he holds the rank of Lt. Commander, and is the ship's Second Officer.

As an android in Starfleet, Data occasionally suffers from the prejudice of other officers. But his abilities usually prove, even to the most diehard skeptic, that he is reliable and trustworthy.

STAR TREK.
™, ® & © 1997 Paramount Pictures. All rights reserved.

PERSONNEL FILES

FILE 43 CARD 29

Data's Starfleet Career

Bending the rules

For several weeks in 2365, Data secretly monitors and makes contact with a young inhabitant of Drema IV in the Selcundi Drema sector. Sarjenka has been sending out distress calls from her planet on a homemade subspace radio; she reports massive seismic activity on the planet and is calling for help. Data, showing unusual compassion for an android, is unable to ignore her pleas, even though it breaks with Starfleet protocol and the Prime Directive. He manages to convince Captain Picard to render assistance to the people of Drema IV in spite of the rule violations.

Data is capable of bending the rules of Starfleet, including the Prime Directive. In 2365 he monitors and responds to the transmissions coming from Drema IV; they are sent by a young inhabitant named Sarjenka.

The Borg Queen tries to use Data's long-standing desire to be human as a way of turning him against his Starfleet friends, but he resists the temptation to betray his crewmates. Once again, Data saves Captain Picard, a man who already owes his life to the android.

"Starfleet doesn't want officers who will blindly follow orders without analyzing the situation. Your actions were appropriate for the circumstances and I have noted that in your record."

— Picard to Data on his command of the U.S.S. SUTHERLAND

easy to resolve. Data finds the organization's entrance exams elementary, but in his freshman year at the Academy he discovers his biggest problem to be that of social interaction. In particular, practical jokes and the traditional Sadie Hawkins Dance baffle him.

Despite these problems, Data graduates in 2345 with honors in exobiology and probability mechanics. His curriculum also includes advanced training in auxiliary vessels. Following graduation, he spends three years as an ensign and 11 more in the lieutenant grades. One of the postings during this period is to the ***U.S.S. Trieste NCC-37124***.

Data receives his first promotion, to lieutenant, junior grade, in 2348. Due to his programming and superhuman abilities, he is by definition an exemplary officer. So far, however, he has not made significant advancements in the area of command; Data's service to Starfleet has been in the operations division only.

In 2364, Data is assigned to the ***Galaxy***-class ***U.S.S. Enterprise NCC-1701-D***, under **Captain Jean-Luc Picard**, as Operations Manager. His duties include coordinating many departments on the starship.

Data is rarely placed in command even of small away team missions, even though on the occasions when he does take charge he acquits himself admirably. One such example of this is his successful handling of the evacuation of the **Tau Cygna V** colony in 2366.

Despite his long and almost flawless career record, Data is not placed in command of a starship until assuming the conn of the ***Nebula***-class ***U.S.S. Sutherland*** during the blockade of **Romulan** aid to the **Duras Klingon** faction in 2367-68. Many officers feel uncomfortable being ordered around by an android, but Data soon manages to prove his worth.

Data has a routine unlike any other officer in Starfleet: because he doesn't require sleep, he can work around the clock. He often takes over the night shifts aboard the *Enterprise* bridge after his normal shift.

After eight years aboard the ***Galaxy***-class *Enterprise*, Data and most of the rest of the crew transfer to the ***Sovereign***-class ***U.S.S. Enterprise NCC-1701-E***. It is aboard this new ship in 2373 that Data is nearly assimilated by the **Borg**, who are attempting temporal sabotage with Earth's past and humanity's **First Contact** with an alien race. Data resists temptation and saves Picard and his ship.

Data currently carries Alpha-1 computer clearance and Priority 3 security clearance.

LOOKING AT LIFE IN A NEW LIGHT

Data finds a new life form in the mechanical exocomps, a life form in theory similar to himself. These devices can even react in situations to protect their own well-being, like an organic life form.

Being in Starfleet has afforded Data the opportunity to conduct his own experiments, such as the building of an android 'child'.

Riker is forced to act as the prosecution in the hearing to determine if Data has the right to leave Starfleet. To prove his argument that Data is not a sentient being, Riker removes his left arm and displays it as a piece of machinery.

Data is inhabited by sentient nanites, submicroscopic robots intended for medical experiments, in order to discuss their fate. They are later relocated to the planet Kavis Alpha IV.

Standard Issue Equipment: 2266

Away from the safety of their starship, **Starfleet** officers on landing party duty need to be equipped for any eventuality while ensuring that the channels of communication back to their ship remain open.

The **Starfleet** uniforms of the 2260s are designed to be comfortable and practical in almost every environment crew members are likely to encounter, whether on board ship or during landing party missions. During this period, the heavier gray jackets often worn by landing parties of the previous decade are no longer on general issue.

Nothing is done to disguise or camouflage the bright, primary colors of the tunic tops; Starfleet officers are explorers who rarely need to conceal themselves or their intentions from the indigenous inhabitants of the worlds they visit. Also, the bright shirts ensure that visual contact is maximized at all times, even over relatively large distances.

1 Uniform By 2266, there is no difference between the uniforms worn for normal duties and those worn by officers on routine landing party missions. If the planet to which the landing party is traveling is expected to be dangerous or hostile, special environmental suits will be worn.

The communicator keeps landing party members in contact with each other and with their ship at all times.

3 Tricorder The tricorder is covered by a protective black casing and is worn on a shoulder strap like a bag. It is carried in front of the hip. This allows the officer's hands to be free when the tricorder is not in use. Medical tricorders can also be taken into the field in this way.

The pistol phaser, which incorporates the smaller hand phaser into a body casing to provide more power, is worn in plain view on a belt at the hip.

The tricorder needs to be protected from the dirt, dust, and moisture which may be encountered on alien worlds, and so is protected by a black casing.

2 Weapons It is always hoped that any indigenous life form encountered by landing parties will be friendly, but Starfleet has found that this is not always the case. To provide adequate defense, landing party personnel are normally issued with the larger, more powerful pistol phaser.

The 16 settings of the pistol phaser range from light stun to complete disintegration, and provide protection against most threats. In emergencies, it can also be used to provide heat.

Each member of a landing party is issued with his or her own equipment, providing extra safety should the officers become separated or need to operate independently of one another.

STAR TREK
™, ® & © 1997 Paramount Pictures. All rights reserved.

Standard Issue Equipment: 2266

The communicator provides the vital link back to the ship, allowing the landing party to file reports on their mission as it progresses, and to call for help if they find themselves in danger. The device also emits a tracer signal which can be used to obtain a transporter lock in emergencies.

5 Mission team Landing parties have to be carefully balanced to ensure that all the skills needed are available. Even in what seems like the most peaceful environment, the landing party nearly always includes at least one or two security officers whose primary task is to protect their crewmates from attack.

The bright, primary colors of the Starfleet uniforms make it difficult for landing party members to lose sight of each other. If they do become separated, they can use their communicators to get back in touch.

Female landing party members wear their phasers at the hip on a thick belt which goes over the uniform dress.

The tricorders of the 2260s carry a number of small disks on which information is stored. A well prepared landing party will have picked the best combination to deal with any eventuality.

Usually, a landing party will beam down to the surface of a planet, but occasionally they travel by shuttlecraft. This can be used to provide shelter and protection over longer periods.

4 Women's uniform Female landing party uniform, as with male dress, varies little from the standard duty uniform worn aboard ship. The only notable variation is a wide black belt, worn at waist level over the tunic dress, to which items including the pistol phaser can be attached. The standard equipment issued to men and women landing party members is identical.

The durable design and protective black casing of regular and medical tricorders enables them to be carried into the field. They can then be used in the same way as they would be aboard ship with little chance of malfunction.

6 On foot When on the surface of a new and unexplored planet, the landing party are often required to travel on foot. Their boots are comfortable, hard-wearing and able to deal with most kinds of terrain. The height of the female boot, which covers most of the lower leg, compensates for the lack of fabric protection on this part of the body.

FILE 70 STAR TREK: DEEP SPACE NINE

'To The Death'

When ***Deep Space Nine*** is attacked by a **Jem'Hadar** strike team, **Commander Sisko** finds that he must make an alliance with the **Dominion** to defeat their mutual enemy: a group of renegade Jem'Hadar who plan to take over the Dominion with the help of an **Iconian** portal.

CAPTAIN'S LOG
STARDATE 49904.2

"After driving away Breen privateers from the Bajoran colony of Freehaven, we are returning to DEEP SPACE NINE."

An explosion on ***Deep Space Nine*** has severely damaged Upper Pylon 3; **Major Kira** and **Odo** are already at the scene. Kira informs **Sisko** that a **Jem'Hadar** strike team beamed aboard from a civilian transporter, disabled communications and weapons, then set off an explosive device near sector 13. They raided the science lab, the reactor control facility, and several cargo bays, stealing EPS power stabilizers, micro-fusion initiators and photonic amplifiers. They then made their escape through the wormhole. Odo informs the Commander that 18 people have been confirmed dead, 31 are missing, and over 100 have been injured.

Determined that the Jem'Hadar should pay for this outrage, Sisko, **Dax**, **Worf** and **O'Brien** board the ***U.S.S. Defiant*** and follow the civilian ship into the wormhole. The **Starfleet** vessel soon receives a distress signal from a damaged ***Jem'Hadar Warship***. O'Brien confirms that it is just about to explode, so the ship's personnel are transported aboard the *Defiant*. Six Jem'Hadar are beamed in, including their leader **Omet'iklan**, and **Dominion** liaison **Weyoun**. Their weapons are removed during the transportation procedure.

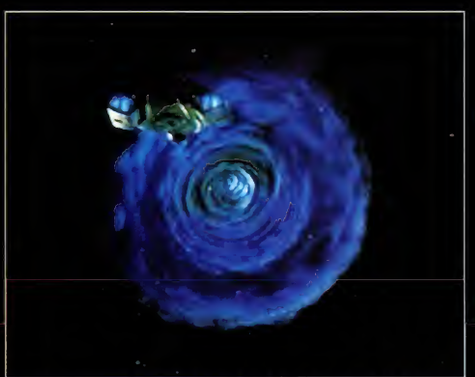
Request for help

Weyoun requests a private audience with Sisko. He informs the Commander that the strike team which attacked *Deep Space Nine* and the *Jem'Hadar Warship* are renegades who have betrayed their oath of allegiance to the Dominion. When Weyoun goes on to ask for Sisko's help in defeating the rebels, the Commander wonders why the Dominion can't simply send a fleet of *Jem'Hadar Warships* after them. Weyoun says that there isn't enough time, then enquires if Sisko is familiar with the **Iconians** who, 2,000 years ago, controlled a vast interstellar empire with the use of 'gateways', sophisticated transporters that allowed them to travel instantaneously from one solar system to another. Dominion scientists recently discovered a gateway on one of their outlying worlds; a Dominion team was sent to restore it, but the accompanying Jem'Hadar garrison rebelled, and are now trying to complete the gateway for themselves. The equipment stolen from *Deep Space Nine* will be used to complete

ON SCREEN...

1 *Major Kira and Odo are already helping out casualties by the time the other senior officers learn of the Jem'Hadar attack. There are well over 100 dead and injured.*

2 *Kira informs Sisko that the Jem'Hadar were traveling on a civilian vessel, to which they returned after the attack. They have escaped through the wormhole.*



3 *A team from DEEP SPACE NINE takes the U.S.S. DEFIANT in pursuit of the civilian ship used by the Jem'Hadar. Sisko is determined to make them pay for their crime.*

4 *There is no sign of the civilian ship, but the DEFIANT does find a JEM'HADAR WARSHIP. It has been badly damaged and is on the verge of exploding.*

5 *Survivors from the doomed ship are beamed aboard the DEFIANT. The crew comprises several Jem'Hadar warriors and one Vorta, named Weyoun.*

6 *Reluctantly, Sisko agrees to help Weyoun and the Jem'Hadar to track down the rebels, even though he would prefer to have as little as possible to do with the Dominion.*

STAR TREK ™ ® & © 1997 Paramount Pictures. All rights reserved.

'To the Death'

the gateway restoration.

Sisko asks Weyoun why the **Founders** don't just order the renegades to surrender: haven't the Jem'Hadar been genetically engineered to obey them? Weyoun admits that the Founders' ability to control the Jem'Hadar has been somewhat overstated. Omet'iklan has been told only that this will be a simple search and destroy operation; Weyoun is afraid that if other Jem'Hadar learn of the gateway they may join the rebels and attempt to take over the Dominion. Sisko finally agrees to help Weyoun destroy the gateway.

Sisko meets with Omet'iklan and makes it clear that, although they will be working together, this is his ship and his command: he gives the orders, not Omet'iklan and not Weyoun. Later, Sisko convenes a briefing where he reveals that Dominion intelligence has discovered the Jem'Hadar rebel base camp on the planet **Vandros IV**. Two teams will beam down to a wooded area just outside the camp; their objective will be to secure its main entrance, and then destroy the rebel arms cache. With the Jem'Hadar present, Sisko makes no mention of the mission's real objective: the destruction of the gateway.

Uneasy allies

The next day, Omet'iklan and Weyoun are openly contemptuous of Sisko's crew for failing a Jem'Hadar training exercise. Omet'iklan says that his troops will only respect the **Starfleet** crew when they do battle together, and that therefore mixed teams should be used for this mission. Weyoun insists that this would not be practical. But the Jem'Hadar warrior angrily replies that he knows all about the gateway, but remains loyal to the Founders: "It is the reason for our existence," he says. Sisko agrees to mixed teams, but insists that this isn't going to be a suicide mission.

As the *Defiant* approaches Vandros IV, the Jem'Hadar are given weapons set on stun, but they reset them to maximum power. Weyoun proclaims that this is a momentous occasion: the first joint operation between the **Federation** and the Dominion. The teams beam down, only to discover that the gateway is generating a dampening field which nullifies their weapons. At that moment a group of Jem'Hadar rebels attack. Fierce battles ensue, but eventually the rebels are overcome and the first team makes its way toward the base.

Worf and Odo despatch a number of Jem'Hadar, giving Sisko, Omet'iklan, and O'Brien free passage to the gateway entrance. During a battle with the gateway guards, Sisko saves Omet'iklan's life. With the guards defeated, O'Brien places explosives at the mouth of the gateway; the teams exit just before the base explodes.

Weyoun beams down to congratulate the teams on a successful mission, but is killed by Omet'iklan for "questioning our loyalty".

Omet'iklan and his team elect to stay on Vandros IV to take care of any disloyal Jem'Hadar still remaining on the planet. He thanks Sisko for saving his life during the battle, but warns him that the next time they meet they will be enemies again. Sisko promises to keep that in mind.

STARSHIP FACTS

Omet'iklan tells Sisko that the only thing he hates more than a Starfleet officer is a Jem'Hadar who breaks his oath of loyalty.

ON SCREEN...

***7** The Jem'Hadar are openly contemptuous of the Starfleet crew. They are bred only for battle, and they do not understand the U.S.S. DEFIANT crew's desire to relax now and again.*

***8** The reluctant allies prepare to beam down to the planet. The Jem'Hadar set their weapons to maximum power at the first possible opportunity, whereas the Starfleet weapons are set to stun.*

***9** The teams soon come under attack but, despite casualties, they are able to overcome the Jem'Hadar rebels. They continue to make their way toward the base where the Jem'Hadar are attempting to construct the gateway.*

***10** After a fierce fight, the Jem'Hadar rebels are defeated and the gateway is destroyed, ensuring that status quo of the Dominion will not be threatened. Captain Sisko saves Omet'iklan's life during the battle.*

***11** The rebels have been beaten, but Omet'iklan is far from happy with the way Weyoun assumed he could not be trusted to know the real intent of the mission. He kills the Vorta administrator for questioning his loyalty.*

***12** With the mission over and the rebels defeated, Sisko and the others from DEEP SPACE NINE are free to go. Omet'iklan warns the Commander that the next time they meet they will be enemies once again.*

FILE 69 STAR TREK: THE NEXT GENERATION

'The Royale'

An away team led by **Commander Riker** beams down to the eighth planet of the **Theta 116** system. Here, the group discover an exact recreation of a 20th century casino, and soon find themselves caught up in a bizarre reenactment of an old pulp melodrama.

CAPTAIN'S LOG
STARDATE 42625.4

"We are entering orbit around the eighth planet in this previously unmapped Theta 116 solar system. We diverted from our scheduled course when a passing Klingon cruiser reported discovering pieces of a strange vessel in the upper atmosphere of this planet. We have come to investigate."

The ***U.S.S. Enterprise NCC-1701-D*** observes debris floating in an elliptical orbit round the eighth planet of the **Theta 116** system; **Riker** suggests beaming a section of it aboard the *Enterprise* for analysis. In the transporter room, the debris is revealed to be part of a mid-21st century NASA ship.

A structure is detected on the planet below, and Riker, **Data**, and **Worf** beam down. They materialize in a pitch-black, breathable area where only a revolving door is visible. Passing through the door, the away team enter an exotic gambling den, and Riker finds it is impossible to go back outside. Soon, Data picks up traces of human DNA coming from a room on an upper floor.

Mystery answered

Inside the room, the away team find the heavily decomposed body of a male human, a NASA uniform belonging to a **Colonel S. Richey**, a novel by **Todd Matthews** entitled **'Hotel Royale'**, and a diary with a single entry written by Richey. The novel is about a group of compulsive gamblers; the story ends when foreign investors buy out the Royale. The diary reveals that Richey was on an exploratory shuttle when an alien life form accidentally infested and killed all of the crew, apart from him. The colonel awoke to find himself in the Royale hotel; the alien life form discovered the pulp novel on the shuttle and concluded it was a guide to the Colonel's preferred lifestyle. Acting out of some sense of guilt, the alien recreated the Royale, and Richey was trapped in it for the remaining 38 years of his life.

Once Riker realizes that the events of the novel are replayed endlessly in the casino downstairs, he tells Worf and Data: "That's how we're getting out – we're buying this place." Data proceeds to earn a fortune cheating at the Royale's crooked dice tables – enough money to break the bank. Acting the part of the 'foreign investor', Data then purchases the hotel. Once this sequence has been played out, the away team are able to exit through the revolving doors and beam back on board the *Enterprise*.

STARSHIP FACTS

Colonel Stephen Richey was the commanding officer of the explorer ship *Charybdis*, launched from Earth on 23 July 2037.

ON SCREEN...

1 *An away team from the U.S.S. ENTERPRISE beam down to the surface of the eighth planet of the Theta 116 system. They find themselves in pitch darkness.*

2 *The only structure in the apparent void is a set of revolving doors. The away team seem to have little choice but to investigate what lies beyond.*

3 *Riker, Worf, and Data find themselves in what resembles a hotel casino from Earth's 20th century. Once they have entered, they appear to be trapped.*

4 *Upstairs in the hotel, the away team discover the body of a human male: Colonel Stephen Richey, a NASA astronaut from the early 21st century.*

5 *Entries in Richey's diary reveal that his crewmates were killed by an alien. This life form then used the novel to create what it believed to be Richey's natural habitat.*

6 *To escape from this bizarre place, the away team must play out the plot of the novel 'Hotel Royale', which ends with a foreign investor buying the establishment.*

STAR TREK ™ & © 1997 Paramount Pictures. All rights reserved.

FILE 69 STAR TREK: THE NEXT GENERATION

'Time Squared'

Captain Jean-Luc Picard comes face to face with his future self: the sole survivor of a terrible encounter with a space vortex. Why didn't the Captain go down with his ship when the ***U.S.S. Enterprise NCC-1701-D*** faced certain destruction?

CAPTAIN'S LOG
STARDATE 42679.2

"While en route to the Endicor System we have encountered a Federation shuttlecraft which seems to have appeared out of nowhere. There are no indications of where it came from or how it got out here."

The ***U.S.S. Enterprise NCC-1701-D*** picks up an automated signal from a **Starfleet** shuttlepod; sensor readings indicate that there is at least one life form alive aboard. Tractor beams bring the craft into shuttlebay 2, where it is revealed to be the ***El-Baz*** shuttle ... from the *U.S.S. Enterprise*. Inside is an unconscious **Captain Jean-Luc Picard**.

Dr. Pulaski examines the duplicate Picard, concludes that his brainwaves are 'out of phase', and takes him to sickbay.

La Forge and **Data** restore power to the shuttle and examine its logs: the craft's onboard clocks are six hours ahead of the *Enterprise*. If the shuttle is from six hours into the future, then so is this other Picard. A shuttle log, which will not be recorded for some hours, shows the *Enterprise* being destroyed by a giant rift in space. Picard survived by escaping in the shuttle.

Second time lucky

Two hours later **Worf** calls Picard to the bridge: an energy vortex has appeared beneath the *Enterprise*. Something similar to a tractor beam, but much more powerful, intersects with the ship. Picard believes that immediate warp 9 evacuation would be the prudent move; however, the pull of the vortex proves too strong.

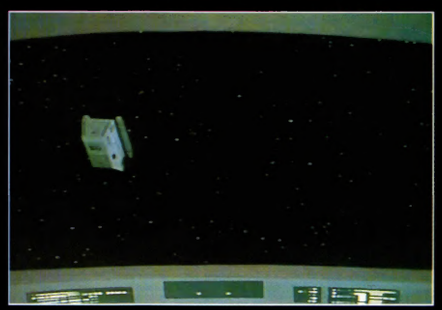
After the *Enterprise* launches a probe into the vortex, both Picards are hit by bolts of energy. It appears that the vortex has targeted Picard because it thinks the ship is a living entity and that the Captain is its brain.

Picard initially elects to leave the ship in order to draw the vortex's attentions away from the ship but, on meeting with his 'twin', he realizes that his future self ignored the option of going forward, into the vortex. He stuns the second Picard with a phaser and heads back to the bridge, where he sets a course for the centre of the vortex. The *Enterprise* passes through the other side of the phenomenon safely; no damage or casualties are sustained, and the second Picard instantly disappears. The *Enterprise* is back on course for the **Endicor** system.

STARSHIP FACTS

Worf suggests that the *U.S.S. Enterprise* may be caught up in a moebius strip phenomenon, a "twist in the fabric of space".

ON SCREEN...



1 The U.S.S. ENTERPRISE has picked up an automated distress call, from what appears to be one of its own shuttlepods: the tiny Type-15 shuttlepod EL-BAZ. There is one life form aboard.

2 The shuttlepod contains an unconscious duplicate of Captain Picard. Data and Geordi's analysis determines that the craft is from six hours into the future.

3 Dr. Pulaski's analysis of the duplicate Picard's brainwave patterns shows that he is out of phase with the ship. Like the shuttlepod, this Picard is from six hours into the future.

4 The ship's logs reveal that the future U.S.S. ENTERPRISE was destroyed by a giant vortex which sucked the ship in. Soon, this phenomenon is affecting the ship in the present.

5 The future Picard is now conscious, but the difference in phase makes him incomprehensible. He insists on returning to the shuttlebay, and the real Picard has to use a phaser to prevent him.

6 Captain Picard's plan has worked: the ship is saved and the alternate Picard disappears. The time anomaly has given the crew a second chance; this time they have made the right decision.

C continued

Children Of Tama This is the name used by the **Tamarians** to describe themselves. (*Starship Log:* 'Darmok' [TNG]) ***SEE FILES 18, 40, 69***

Children of the Son This religious sect resisted the Roman Empire-like culture of **Planet 892-IV**'s governing order. The Children of the Son lived in caves and spent their time preaching their beliefs. (*Starship Log:* 'Bread and Circuses' [TOS]) ***SEE FILES 18, 68***

Children of the Sun The crew of the ***U.S.S. Enterprise NCC-1701*** mistakenly thought that this was the name of the **Children of the Son** on **Planet 892-IV**. After studying radio transmissions from the planet, **Uhura** realized that the reference to the 'sun' referred not to the planet's star but to the son of God. (*Starship Log:* 'Bread and Circuses' [TOS]) ***SEE FILES 18, 68***

Children's Center An educational center and play area that provided child care for the small children of ***U.S.S. Enterprise NCC-1701-D*** crew members. **Clara Sutter** met **Alexander Rozhenko** here. (*Starship Log:* 'Imaginary Friend' [TNG]) ***SEE FILES 25, 48, 69***

Childress, Ben One of the three miners on planet **Rigel XII** who attempted to swap lithium crystals for **Mudd**'s women in 2266. (*Starship Log:* 'Mudd's Women' [TOS]) ***SEE FILES 18, 68***

Chilton, Ensign Nell This **Starfleet** officer existed in the anti-time future created by **Q**. She stood watch at the conn/ops position on the bridge of the ***U.S.S. Pasteur***, but was killed during an attack by **Klingon** warships. (*Starship Log:* 'All Good Things' [TNG]) ***SEE FILES 31, 69***

chime, Betazoid This small, flat, crystalline gong is traditionally used by members of **Betazoid** society to express thanks for food. The chime is rung at frequent, regular intervals throughout the meal; most non-Betazoids find the custom irritating. (*Starship Log:* 'Haven' [TNG]) ***SEE FILES 18, 69***

Wyatt Miller's human mother was irritated with the Betazoid Lwaxana Troi even before Mrs. Troi insisted that Betazoid chimes be rung through dinner.

The crew of the U.S.S. ENTERPRISE NCC-1701 meet with the Children of the Son. They initially believed the group's name to be Children of the Sun.

chiraltan tea SEE **tea, Chiraltan**

chlorinide Several canisters of this extremely hazardous corrosive substance were transported aboard the ***U.S.S. Enterprise NCC-1701-D*** on **Stardate 45587**. **Lt. Worf** was severely injured when several canisters fell from a shelf which had been dissolved by a chlorinide leak from one of the containers. (*Starship Log:* 'Ethics' [TNG]) ***SEE FILES 43, 69***

chlorobicrobes This agricultural spray is used on **Bajor** to increase bean crop production. Applying the spray to a crop of **katterpod beans** increases the size of the beans as well as the quantity of crops. (*Starship Log:* 'Progress' [DS9]) ***SEE FILE 70***

chloromydride This medicine is used as an alternative when **inaprovaline** proves ineffective. (*Starship Log:* 'Ethics' [TNG]) ***SEE FILES 7, 43, 69***

Cho'Echu This is the **Klingon** equivalent of the command 'Energize'. (*Starship Log:* 'The House of Quark' [DS9]) ***SEE FILES 11, 70***

chocolate This foodstuff is a favorite of **Deanna Troi**. She prefers the real thing to replicated versions. (*Starship Log:* 'The Price' [TNG]) ***SEE FILES 43, 69***

chocolate soufflé In 2371, Quark created a popular version of this baked dessert, with **Haligian tongue sauce**. He named the dessert '**Kai Winn**' to honor the **Bajoran** leader's historic peace treaty with the **Cardassians**. (*Starship Log:* 'Life Support' [DS9]) ***SEE FILE 70***

cholera The time-traveling **Devidians** used this then-common disease to conceal the murders of many 19th-century humans. They could then steal the humans' neural energy, on which their race feeds. (*Starship Log:* 'Time's Arrow', Parts I and II [TNG]) ***SEE FILES 18, 69***

Chopin's Trio in G Minor **Data**, **Neela Daren**, and **Ensign Cheney** performed this musical work by the late 19th-century Earth composer in the ***U.S.S. Enterprise NCC-1701-D***'s **Ten-Forward** on **Stardate 46693**. (*Starship Log:* 'Lessons' [TNG]) ***SEE FILE 43, 69***

Children of Tama
Children of the Son
Children of the Sun
Children's Center
Childress, Ben
Chilton, Ensign Nell
chime, Betazoid
chiraltan tea
chlorinide
chlorobicrobes
chloromydride
Cho'Echu
chocolate
chocolate soufflé
cholera
Chopin's Trio in G Minor
Chorgan
chorus
Chow-yun
Christina
Christopher, Captain John
Christopher,
Colonel Shaun Geoffrey
Christopher, Dr.
chromodynamic
chrondite
chroniton particles
chronoton torpedo
Chronowerx
Chrysalians

Tamarian Captain Dathon gave his life to establish communication between his people and the Federation.

Ben Childress, a lonely miner on Rigel XII, bought a wife from Harry Mudd. He was unaware that she was taking the Venus drug.

STAR TREK. ™, ® & © 1997 Paramount Pictures. All rights reserved.

An assasination attempt on Chorgan's life was not enough to diminish his belief that peace was the way forward.

Chorgan
This member of the **Lornak** clan was leader of the **Gatherers** of **Acamar III**. In 2366, he accepted Acamarian **Sovereign Marouk**'s offer of amnesty, thus ending nearly a century of interstellar piracy by the Gatherers. (*Starship Log:* 'The Vengeance Factor' [TNG]) ***SEE FILES 18, 69***

chorus
This name is given to the aides who provide hearing and speech for the ruling family of **Ramatis III**; the royal family are deaf due to an hereditary gene. The chorus communicates telepathically with his or her assigned family member; each chorus member represents a different part of the family member's personality. (*Starship Log:* 'Loud as a Whisper' [TNG]) ***SEE FILES 18, 69***

Chow-yun
Dr. Julian Bashir considers the work of renowned Earth playwrights **Chow-yun**, **Barton**, and **Willemheld** to be superior to most of the theater humans have produced since the late 2200s. (*Starship Log:* 'The Die is Cast' [DS9]) ***SEE FILE 70***

Christina
The name of **Chief Miles O'Brien**'s pet tarantula, a large, hairy spider of the family *Theraphosidae* that he discovered on **Titus IV** in 2369. (*Starship Log:* 'Realm of Fear' [TNG]) ***SEE FILES 43, 69***

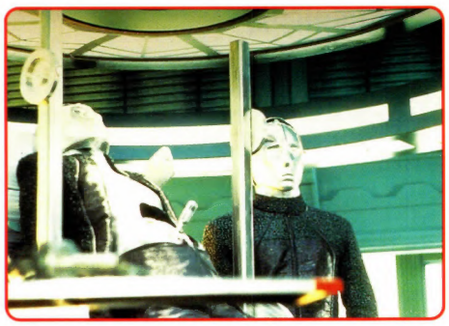
Christopher, Captain John
This U.S.A.F. fighter pilot from 1969 was transported onto the ***U.S.S. Enterprise*** while on a UFO reconnaissance mission. He was eventually returned to his proper place and timeline. (*Starship Log:* 'Tomorrow is Yesterday' [TOS]) ***SEE FILES 44, 68***

Christopher, Colonel Shaun Geoffrey
The son of **Captain John Christopher**. He commanded the inaugural Earth-Saturn probe flight in the 21st century. (*Starship Log:* 'Tomorrow is Yesterday' [TOS]) ***SEE FILES 44, 68***

Captain John Christopher became an accidental visitor to the time-traveling U.S.S. ENTERPRISE in 1969. The option of killing him to stop him reporting the incident proved impossible, as a son who had not yet been born had an important role to play in the future.

Christopher, Dr.
This expert in subspace theory and his wife, **Dr. T'Pan** of the **Vulcan Science Academy**, attended **Dr. Reyga**'s metaphasic shield experiment aboard the ***U.S.S. Enterprise NCC-1701-D*** in 2369. (*Starship Log:* 'Suspicions' [TNG]) ***SEE FILE 69***

The robots created by the Pralor and Cravic builders were instruments of pure destruction. Intended to be weapons of war, the mechanical beings destroyed their creators and continued to fight with each other until they began to break down through natural age and wear. They were incapable of self-replicating.



chromodynamic
The energy source for **Automated Personnel Unit 3947**, the **Pralor**-built robot repaired by **B'Elanna Torres** in 2371, was a **chromodynamic module** powered by a tripolymer plasma. (*Starship Log:* 'Prototype' [VOY]) ***SEE FILES 18, 60, 71***

chrondite
This geologic aggregate was detected within the asteroid destroyed by the ***U.S.S. Enterprise NCC-1701*** in 2368. The *Enterprise*'s actions prevented a catastrophic impact on the planet **Tessen III**. (*Starship Log:* 'Cost of Living' [TOS]) ***SEE FILE 68***

The buildup of chroniton particles can cause a variety of problems, including accidental time travel. Sisko, Bashir, and Dax found themselves in trouble when such an occurrence stranded them in an unfriendly period of the 21st century. Without any identification, Sisko and Bashir were sent to Sanctuary District 'A', a ghetto for the homeless.

chroniton particles
This subatomic matter is emitted by various starship devices, such as cloaking and transporter equipment. **Chroniton particles** can accumulate on surfaces and infect life forms, occasionally causing a variety of temporal aberrations. (*Starship Log:* 'Past Tense', Part I [DS9]; 'Before and After' [VOY]) ***SEE FILES 7, 70, 71***

chronoton torpedo
This ship-based weapon was used by the **Krenim**, a hostile alien race encountered by **Kes** in a possible future. When fired, it is in a constant state of temporal flux, and is thus able to penetrate the target ship's defensive shields. Whether the Krenim or this particular weapon exist in the actual timeline is yet to be established. (*Starship Log:* 'Before and After' [VOY]) ***SEE FILES 60, 71***

Chronowerx
This large technology and manufacturing conglomerate operated with great success in 20th-century Los Angeles. **Henry Starling**, the CEO and founder, built Chronowerx by exploiting the 29th-century technology of **Captain Braxton**'s ***Federation Timeship Aeon***. (*Starship Log:* 'Future's End', Part I [VOY]) ***SEE FILES 7, 31, 71***

Chrysalians
This peaceable, impartial race procured marketing and production rights to the **Barzan wormhole** in 2366, only to discover that its instability meant they would be unlikely to ever earn a profit. (*Starship Log:* 'The Price' [TNG]) ***SEE FILES 5, 69***